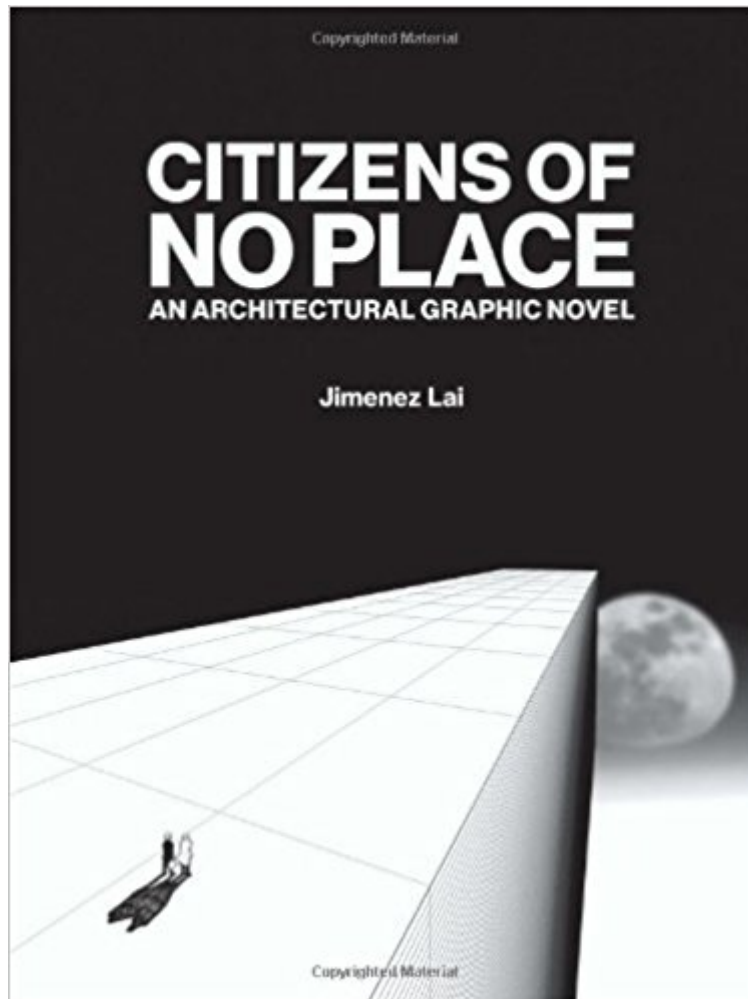


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# Citizens Of No Place: An Architectural Graphic Novel



## Synopsis

Citizens of No Place is a collection of short stories on architecture and urbanism, graphically represented using manga-style storyboards. Fiction is used as a strategy to unpack thoughts about architecture. Modeled as a proto-manifesto, it is a candid chronicle of a highly critical thought process in the tradition of paper architecture (especially that of architect John Hejduk and Bernard Tschumi's Manhattan Transcript). The short stories explore many architectural problems through the unique language of the graphic novel, helping usher the next generation of architectural theory and criticism.

## Book Information

Paperback: 143 pages

Publisher: Princeton Architectural Press (May 23, 2012)

Language: English

ISBN-10: 1616890622

ISBN-13: 978-1616890629

Product Dimensions: 7.8 x 0.5 x 10.2 inches

Shipping Weight: 10.6 ounces (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars [See all reviews](#) (8 customer reviews)

Best Sellers Rank: #391,620 in Books (See Top 100 in Books) #139 in [Books > Business & Money > Management & Leadership > Industrial](#) #150 in [Books > Business & Money > International > Foreign Exchange](#) #405 in [Books > Arts & Photography > Drawing > Cartooning](#)

## Customer Reviews

As a lover of both architecture and comics, I was disappointed by this book. The quality of the art/architectural drawings is not very good, in my opinion. In places images have been scaled down and blurred. Simple graphics are mashed and layered in close proximity to give the appearance of busy-ness and depth of content, but lingering to study these images in detail does not provide any increase in appreciation. Text is also inconsistently scaled in poorly chosen font. Much of the artwork is composed of simple line drawings that seem rushed, but there are a few select sections that show more potential and effort. I particularly thought that the chapter entitled "primitives" stood out as a compelling art style. Overall though, I found the artwork and general graphic clarity poor. The subject content I found to be equally poor. Composed of 10 chapters that are barely linked by theme and narrative, topics range from a young designer debating with a cigar-smoking developer over lawns, an ark in space with zero-gravity living quarters, a super-skyscraper built

outside of Earth's atmosphere, and floating island cities built by Scandinavians who wish to keep their culture pure and isolated. I found these topics to all be old-hat, well-worn topics that have been done better elsewhere, but if these subjects sound compelling to you, you will likely be disappointed in the artistic execution of these themes (example: The super-skyscraper is a large rectangular slab standing on end, and the space ark is a large rectangular slab lying flat). Several chapters end in groan-inducing flat "punchlines" evoking the comic medium. I can see myself as a freshman undergraduate architecture student finding some amount of the profound in these themes, but not today.

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